

MPEG-H 3D Audio Renderer

Overview

The MPEG-H 3D Audio Renderer is a Processor for rendering MPEG-H 3D Audio content for monitoring and output measurement. It combines MPEG-H rendering with a linked monitor controller and loudness measurement.

The Processor is intended for immersive audio workflows where MPEG-H content must be rendered and monitored in a controlled output format.

Typical Applications

Typical applications include:

- MPEG-H 3D Audio rendering
- Immersive audio monitoring
- Renderer output loudness measurement
- Production and quality-control monitoring workflows

Included Modules

The Processor includes the following processing and measurement stages:

- Input Meter
- MPEG-H 3D Audio Renderer
- Monitor Controller Linked
- Loudness Measurement

The signal flow includes MPEG-H rendering, linked monitor control, and output loudness measurement.

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